

DRAWING RESULTS

Story By Jerry Gulke

Photos By Harold Umber

Time again to look at the drawing results. As I write this the deer season has just ended and most reports I've heard indicate it was a good season. The weather was beautiful (maybe a bit warm), deer were plentiful and even though all my tags were for does, we had a very enjoyable hunt.

As in the past, I will review how the lottery works for those of you who have questions. The review uses the deer drawing as an example, but applies to all drawings.

Photo Omitted

LOTTERY REVIEW

Those of you who have followed this series since it started in February 1994 will find this section familiar. I continue to include it because many people still have questions on how the system works. A weighted drawing is used to issue deer, antelope, spring and fall turkey, and swan licenses.

The weighted lottery system works like this. If you are unsuccessful in drawing your first choice of license, and you apply in the following year, you will receive a "bonus" point. You do not have to apply in the same unit or for the same deer type to qualify for a bonus point. You receive one additional chance to be drawn for each of the first three bonus points you accumulate.

When you have accumulated four or more points, the number of additional chances you have at being drawn is determined by squaring the number of bonus points you have. For example when you have four points, you will be in the drawing 16 additional times, five points, 25 times and so on.

Bonus points are accumulated as long as you do not draw your first choice of license and apply in consecutive years. The drawing is still random but, the more bonus points you have the better your chance of being drawn. When you receive your first choice of license, you lose your bonus points and start over. Bonus points can only be earned or used in the first drawing for each species in each year. If you do not apply, you will lose any bonus points you have accumulated.

If you apply in a party, the number of bonus points you have in the drawing is equal to the party member with the lowest number of bonus points. You do not lose your points, you just can't use them when you apply in a party with someone who has fewer points. If you are not successful in drawing your first choice of license, you will still have all your points the following year.

A party application has only one chance to be drawn regardless of the number of applicants in the party; however, when a party is drawn either all members get a license, or none do. So, if you and I apply in a party for buck licenses in unit 3A4 as our first unit/first choice, and you apply for a doe license as your first unit/second choice but I decide that I do not want a doe license so I do not have a first unit/second choice, if we do not get our first choice, you will not get your second choice even though there were doe licens-

Table 1.

Percent of applicants who received their first choice of license in the 2001 deer drawing.

LICENSE TYPE	POINTS										OVERALL
	0	1	2	3	4	5	6	7	8		
1 A ANY BUCK	69.2	83.2	100	100	100						72.7
1 B ANY DOE	98	100									98.1
2A A ANY BUCK	38.7	58.8	79.5	94.7	100	100					46.8
2A B ANY DOE	91.2	96.3	50	100							91.6
2B AE ANY BUCK <small>EARLY</small>	84	100	100								84.8
2B AL ANY BUCK <small>LATE</small>	98.5	100	10	100	100						98.6
2B BE ANY DOE <small>EARLY</small>	98.8	100	100			100					98.8
2B BL ANY DOE <small>LATE</small>	100	100	100								100
2C A ANY BUCK	73.1	93.3	100	100	100	100	100				75.9
2C B ANY DOE	98.2	100	100								98.2
2D A ANY BUCK	100	100	100	100							100
2D B ANY DOE	98.7		100								98.7
2E A ANY BUCK	83.8	93.4	100	100							84.3
2E B ANY DOE	99.3	100	100								99.3
2F1A ANY BUCK	100	100	100		100						100
2F1B ANY DOE	100	100									100
2F2A ANY BUCK	68.1	95.3	100	100							73.2
2F2B ANY DOE	97.2	100	100								97.3
2G A ANY BUCK	72.5	92.9	100		100						75.9
2G B ANY DOE	99.3	100									99.3
2G1A ANY BUCK	80.4	94.8	100	100	100						81.9
2G1B ANY DOE	98.9	100									98.9
2G2A ANY BUCK	99.9	100	100	100							99.9
2G2B ANY DOE	100	100									100
2H A ANY BUCK	56	75.2	86.1	100							61.5
2H B ANY DOE	98.1	100	100								98.2
2I A ANY BUCK	40.1	72	76.6	94.7	100						50.4
2I B ANY DOE	96.9	100	100	100							97.1
2J1A ANY BUCK	20.4	30.4	46	45	100						26.4
2J1B ANY DOE	92.3	100	100								93.1
2J2A ANY BUCK	100	100	100	100	100						100
2J2B ANY DOE	100	100	100								100
2K1A ANY BUCK	48.8	77.5		89.7	100	100					55.5
2K1B ANY DOE	95.8	100	100								96
2K2A ANY BUCK	68.4	88.3	95.2	100							72
2K2B ANY DOE	96.9	94.1									96.8
2L A ANY BUCK	100	100		100	100						100
2L B ANY DOE	100										100
3A1A ANY BUCK	73.1	94.4	92.9	100							77.1
3A1B ANY DOE	97.6	100	100	100							97.7
3A2A ANY BUCK	78.3	94.7	100	100							80.4
3A2B ANY DOE	98.5	100									98.6
3A3A ANY BUCK	49.2	71.5	84.7	92.3	100						55.1
3A3B ANY DOE	97.1	100	100	100							97.3
3A4A ANY BUCK	63.3	91	97.4	100							69
3A4B ANY DOE	96.2	95									96.1
3B1C WT BUCK	41.4	64.8	78.2	88	100						52
3B1D WT DOE	95.4	100	50								95
3B1E MD BUCK	36.1	54.6	56.8	83.3	100						45.1
3B1F MD DOE	92	100									93
3B2C WT BUCK	53	80	87.5	100							60.9
3B2D WT DOE	98.3	100	100	100							98.5
3B2E MD BUCK	13	24.2	50	33.3							20.8
3B2F MD DOE	81.3	100	50								81
3B3A ANY BUCK	9.8	16.7	28.9	38.7	75	100					18.1
3B3B ANY DOE	51.1	76.5	100	100	100	100					61.8
3B3C WT BUCK	99.3	95.7	100	100	100						99
3B3D WT DOE	99.6	100	100								99.6

LICENSE TYPE	POINTS									
	0	1	2	3	4	5	6	7	8	OVERALL
3C AE ANY BUCK <small>EARLY</small>	13.7	40.6	33.3	50	100					22.4
3C AL ANY BUCK <small>LATE</small>	15.4	17.6	52.9	33.3	100					22
3C BE ANY DOE <small>EARLY</small>	76.5	100								77.4
3C BL ANY DOE <small>LATE</small>	70.6	60	50							69
3C CE WT BUCK <small>EARLY</small>	99.6	100	100		100					99.6
3C CL WT BUCK <small>LATE</small>	98.9	98	100	100	100					98.8
3C DE WT DOE <small>EARLY</small>	100	100	100	100						100
3C DL WT DOE <small>LATE</small>	100	100		100						100
3D1A ANY BUCK	15.9	32.7	51.9	57.9	100					28.7
3D1B ANY DOE	94	70	100		100					90.3
3D1C WT BUCK	93.1	100	100	100						94.1
3D1D WT DOE	100	100								100
3D2A ANY BUCK	18	31.7	51.8	53.8	100					29.3
3D2B ANY DOE	94.8	93.3	100			100				94.7
3D2C WT BUCK	100	100								100
3D2D WT DOE	100	100								100
3E1A ANY BUCK	10.1	21.1	27.8	52.6	60	100	100			19
3E1B ANY DOE	68.9	84.6	100		100					77.2
3E1C WT BUCK	55.1	71.7	100	100	100	100	100			63.8
3E1D WT DOE	96.2	100								96.8
3E2A ANY BUCK	18.1	35.2	52.5	56.3	100					27.9
3E2B ANY DOE	88.3	95	83.3	100						89.8
3E2C WT BUCK	92.6	100	100	100						93.8
3E2D WT DOE	97	100								97.2
3F1A ANY BUCK	14.3	20.3	21.7	50	87.5	100				21
3F1B ANY DOE	87	83.3	100		100					86.9
3F1C WT BUCK	97.2	96.9	100	100	100	100				97.2
3F1D WT DOE	94.9	100								95.3
3F2A ANY BUCK	14.4	14.3	27.3	26.3	72	100				21.9
3F2B ANY DOE	84.4	88.9	100	100						87
3F2C WT BUCK	97.8	97.3	100	100	100	100				97.9
3F2D WT DOE	90	100								91.3
4A C WT BUCK	43.8	83.8	92.3	87.5	100					59.1
4A D WT DOE	81.8	100	100							84.6
4A E MD BUCK	13.4	20.3	27.8	43.4	86	92.3	100			25.5
4A F MD DOE	87.2	100	100	100						89.6
4B C WT BUCK	98.9	100	100	100						99
4B D WT DOE	100		100							100
4B E MD BUCK	8.6	21.2	28.2	36	82.2	100	100	100	100	23.4
4B F MD DOE	80.2	100	88.9	33.3						83.2
4C C WT BUCK	100	100	100							100
4C D WT DOE	90.9	0								83.3
4C E MD BUCK	2.3	10.7	9.5	19.4	53.6	65.3	57.1	100	100	14.8
4C F MD DOE	90.8	66.7	50	100	100					88.2
4D C WT BUCK	98.5	100	100	100						98.8
4D D WT DOE	66.7									66.7
4D E MD BUCK	8	18.6	19.1	26.3	80.6	87.5	100	100		21.4
4D F MD DOE	78.3	73.9	100	100	100					80.3
4E C WT BUCK	100	100	100							100
4E D WT DOE	85.7	100								88.9
4E E MD BUCK	15.8	37.9	61.4	64.1	94.4	71.4	100			36.5
4E F MD DOE	96.7	100	100		100					96.9
4F C WT BUCK	100	100	100	100						100
4F D WT DOE	100									100
4F E MD BUCK	44.7	62.2	70	83.3	100	100	100			54.7
4F F MD DOE	100	50								92.3
MU2C WT BUCK	10.2	18.5	30.3	37.1	80	100				18
MU2D WT DOE	84	97	100	100	100					87.5

es available. The reason is, I did not have a second choice, so all party members could not be issued a license, therefore no one in the party gets one. You may want to consider applying individually in a situation like this, or apply in parties where everyone has a similar set of choices.

The license lottery consists of four separate drawings, one for each choice on the application. First, we hold a drawing for the first unit/first deer choice. When all of those have been issued, we draw for the first unit/second deer choice, then the second unit/first deer choice, and finally the second unit/second deer choice.

Youth licenses were restricted again this year. The number of licenses which allowed the harvest of a mule deer buck were limited to 10 percent of the mule deer buck licenses available in the general lottery in units 4A-4F, 3B1, and 3B2. Those who were lucky enough to draw one of these licenses had to hunt in the unit on the license. Applicants who did not receive a license for a mule deer buck were automatically issued a "regular" youth license. Youth applicants who did not receive their first choice will have a bonus point when they apply in the 2002 regular drawing. These licenses are not included in Table 1, because they have no effect on the other license types and the applicants cannot apply for them again.

LOTTERY RESULTS DEER

In 2001 the Game and Fish Department issued a record 106,350 deer licenses, a significant increase from 92,650 licenses available in 2000. There were 10,440 gratis licenses deducted from the total (based on the number of gratis licenses we issued in 2000), and 1,063 licenses were deducted for nonresidents (state law requires one percent of licenses in each unit be reserved for nonresidents). In addition to the licenses above, there were 2,012 muzzle-loader licenses (5,369 applicants) available, and 2,059 youth licenses issued.

Mule deer buck licenses increased in 2001, from 2,150 in 2000 to 2,725 in 2001. The number of people who applied for a mule deer buck decreased slightly, from 9,941 in 2000 to 9,783 in 2001. Drawing a mule deer buck license was still difficult.

There were 74,823 applicants (not including gratis, nonresident, youth or muzzle-loader) in 2001, about the same as the 74,746 who applied in 2000. Most

people apply for some type of buck license as their first choice (64,396), but less than half of the available licenses are buck licenses (49,025). We had an abundance of deer licenses (you could have up to three licenses in some units), but there is still a shortage of buck licenses. Nearly all buck licenses were issued in the first drawing.

Table 1 presents the percentage of applicants who received their first choice of license in the 2001 deer drawing. For example, of the applicants with zero bonus points, who applied for an "Any Buck" license in unit 1, 69 percent received their first choice of license. Conversely, 31 percent (100-69) did not draw their first choice of license. If a column does not have a value, it indicates that there were no applicants for that category. For example, nobody with three bonus points applied for an "Any Doe" license in unit 1. The "overall" column represents the percent of all applicants in the unit who received their first choice of license. This would have been the success rate had the weighted lottery not been in effect.

Applicants could have as many as nine bonus points in the 2001 deer drawing, but, for the first time no one in the drawing had the maximum number of points. Of 855 applicants who had four or more bonus points, 79 percent (667) drew their first choice of license.

Applicants who applied for a mule deer buck license accounted for 83 percent (710 of 855) of the unsuccessful applicants with four or more bonus points. All unsuccessful applicants with five or more bonus points applied for a mule deer buck license. All applicants with more than six bonus points received their first choice of license.

Overall, the 2001 deer drawing was similar to those in previous years. A mule deer buck license in unit 4C remains the most difficult license to draw, with seven times more applicants than licenses. Applicants for a mule deer buck license in unit 4C accounted for 32 of the 38 unsuccessful applicants with more than four bonus points. A muzzle-loader buck license was also difficult to draw with the odds of drawing a license of about one in five. Muzzle-loader doe licenses are also becoming more difficult to draw as the muzzle-loading season becomes more popular.

Photo
Omitted

Table 2. Percent of applicants who received their first choice of license in the 2001 pronghorn drawing.

LICENSE TYPE	POINTS									OVERALL
	0	1	2	3	4	5	6	7	8	
01AA ANY ANTELOPE	2.5	1.8	3.3	6	39.5	35.5	50	0		6.3
01DA ANY ANTELOPE	1.9	10.2	8.3	22.9	32.7	38.5	66.7	50	0	7.5
02AA ANY ANTELOPE	2.2	7.1	15.7	11.8	42.9	42.9			100	10.9
02BA ANY ANTELOPE	2.4	0	4.5	0	26.7	53.8		0		8
03AA ANY ANTELOPE	0	0	12.5	33.3	26.7	0		100		6.8
03BA ANY ANTELOPE	3.3	6.4	18.2	8.9	39.5	50	50	0		9.4
04AA ANY ANTELOPE	6.3	10	14.1	13.4	47.4	71.4	75		100	11.3
04AD DOE/KID	55.7	84.2	50	50	83.3					60
04BA ANY ANTELOPE	5.6	17.3	12.4	31.1	74.5	100	100			15.2
04BD DOE/KID	61.7	100	100	100	100					68.3
04CA ANY ANTELOPE	1.9	11.8	19.5	0	52.4	40				10.7
05AA ANY ANTELOPE	0	4.3	0	0	66.7					4.5
07AA ANY ANTELOPE	0	0	0	0	0	0				0
08AA ANY ANTELOPE	0	0	0	0	0	0				0
09AA ANY ANTELOPE	0	0	0	0	0	0	0			0
10AA ANY ANTELOPE	3.4	17.4	10.3	16.7	66.7					10.7

PRONGHORN

The pronghorn drawing was the only drawing that had fewer permits available in 2001. We had 7,095 applications for 1,155 licenses, compared to 7,393 applications for 1,300 licenses in 2000.

Table 2 lists the results of the 2001 pronghorn drawing. They are similar to

those of the deer drawing, and clearly show the effect of the weighted drawing. No one in the drawing had nine bonus points, but there were some people who had nine points but applied in a party with people who had fewer.

Several pronghorn units were long

shots. Units 1A, 2B, 3A, 3B, and 5A had more than 10 times as many applicants as permits available after gratis were deducted. All licenses in units 7A, 8A, and 9A were taken by gratis applicants, and there were more gratis applicants than available licenses so not even all gratis applicants got a license.

TURKEY

Spring and fall turkey license drawing results are listed in tables 3 and 4 respectively. The results are similar to the other drawings. Fall turkey licenses increased from 6,000 in 2000 to 6,510 in 2001, while the number of applicants declined slightly from 7,449 in 2000 to 7,340 in 2001.

The spring season was a different story. The number of licenses increased from 2,505 in 2000 to 2,925 in 2001. The number of applicants increased from 7,938 in 2000 to 8,460 in 2001. There were some folks who had nine points, but as in the antelope drawing, they applied in a party with someone who had fewer. The effect of the weighted drawing is clearly shown, and those who had four or more bonus points had a distinct advantage.

CONCLUSIONS

The 2001 drawing results are pretty much what we expect and I don't see anything that suggests we need to make any changes for 2002. Our goal is to have people get their first choice of license in a "reasonable" amount of time. So if the odds of drawing your license is one out of seven, you should only expect to receive a license once in every seven years. I think we have accomplished that.

Keep in mind, however, this is still a drawing and you may be able to beat the odds from time to time. We have chosen this approach because we wanted new hunters (young or old) to have at least a chance at drawing one of the hard-to-get tags. We also didn't want to force people to apply for a license they knew they wouldn't get just to build bonus points, as occurs in more rigid systems. We have no misconception that our drawing process is perfect, we are always looking for ways to fine tune and improve it.

JERRY GULKE is a Department information technology coordinator.

Table 3. Percent of applicants who received their first choice of license in the 2001 fall turkey drawing.

LICENSE			POINTS								
TYPE	0	1	2	3	4	5	6	7	8	OVERALL	
02 F	28.3	56	50							34.1	
03 F	29.2	50			100					30.8	
04 F	100	100								100	
06 F	96.2		100							96.3	
10 F	48.6	63.6	100							51.2	
13 F	100	100								100	
15 F	100	100								100	
17 F	100	100								100	
19 F	100	100								100	
21 F	100	100								100	
25 F	42.9	70.2	25	100						46.1	
27 F	94.7	100								95.1	
30 F	88.5	100	100							89.6	
31 F	100	100								100	
34 F	62.4	85	100							65.9	
37 F	23.2	49.2	80	60						31.5	
40 F	42.6	87.5	100							50	
41 F	37.5	50	100							38.7	
44 F	100	100								100	
45 F	86.6	84.2	100							86.4	
50 F	11.6	37.1	22.2	0						19.7	
51 F	95.8	100	100							95.9	
70 F	34.7	40								35.5	
98 F	73.2	90.3								74.8	
99 F	57	74.2	88.9							61	

Table 4. Percent of applicants who received their first choice of license in the 2001 spring turkey drawing.

LICENSE		POINTS									
TYPE	0	1	2	3	4	5	6	7	8	OVERALL	
02 S	18.5	54.3	85.7	66.7						31	
04 S	100		100							100	
10 S	6.3	25.6	33.3	50	100					15.4	
13 S	36.4	63.8	70	100						44.9	
14 S	23.7	40	100							32.7	
15 S	33.9	57.9	100		100					40.5	
17 S	25.3	51.7	87.5	66.7	50	100				36.1	
19 S	37.3	75.3	100	100						45.3	
21 S	68	100	50							71.2	
25 S	21.2	36.5	47.6	69.2	100					26.4	
27 S	29.9	52.4	63.6	100	100					38.8	
30 S	30.8	49.7	68.3	78.6	100					37.9	
34 S	18.7	26.9	53.6	62.5	100					26.7	
37 S	8.7	28.1	26.5	44.4	88.9			100		16.4	
40 S	32.9	45	66.7		100					36.9	
41 S	14.9	54.5	0							19.8	
45 S	36.4	51.7	100							44.2	
50 S	15.1	25.4	42.4	66.7	66.7					20	
51 S	26.9	39.3	30	88.9		100				32	
70 S	19.3	32	47.8	66.7	100					24.1	
98 S	11.1	37.9	28.6	60	100	100	100			20.3	
99 S	29.9	46.3	70.8	75			100			36.4	